

NOCTULIUS: Deity of night. Useful in works of enchantment. Earth based. Key for chant: G minor. Perfume – petriochoir.

NYTHRA: Energy vortex in Abyss – nameless in itself but represented by vibration of word. Works of terror and sinister destruction.

SHUGARA: One of the most hideous intrusions possible on the causal level and very dangerous. G major key for invoking chant. Manifestations often are accompanied by a smell similar to rotting flesh.

AOSOTH: Dark female force. Works of passion and death. The name should be vibrated.

AZANIGIN: Mother of all demons who lie waiting in Earth. Key of B minor. Very useful to invoke in works of personal destruction.

SHAITAN: Long held to be an Earth bound representative for the Dark Gods. Perfume/incense – sulphur. Name to be vibrated. Stone – opal.

NEKALAH: Collective name for race of Dark Gods. Name to be vibrated in manner similar to Atazoth.

GA WATH AM: Vibration of this releases powerful energies. A key (when used with a crystal tetrahedron) to all the dark forces of the Abyss. Not to be vibrated without careful preparation. According to tradition the words means 'the power within me is great' a reference to the pathways within which lead to the Dark Gods.

BINAN ATH: As above. Said to mean 'Behold the Fire!'

LIDAGON: Symbolic representation of the union of the two sexual opposites (Darkat and Dagon) in their darker aspects.

ABATU: An earth bound form of destructive/negative energy. Associated with rites of sacrifice. F sharp major key for chant.

KARU SAMSU: Word of power along the 12th path – to be chanted in the key of A flat major. According to tradition it means 'I invoke the sun.'

NEMICU: Bringer of wisdom. To be vibrated.

MACTORON: Word of power of 14th. path – chanted in key of A minor. Legend recalls it as representing the name for one of the planetary homes of the Dark Gods, later famed as an early Star Gate.

ATAZOTH: The most powerful of the Dark Gods. The name itself (which correctly describes the entity only when chanted properly) signifies in one sense the purpose of the cosmic cycles and the opening of the gates since 'Atazoth' as a word means 'an increasing of azoth.' See chant illustration.

DAVCINA: Female form along the 19th. path. To be vibrated. Useful in works of enchantment.

ATHUSHIR: Symbolic form along the 16th. path. Serpent of fire ('dragon') often regarded as a memory of one of the Dark Gods during their previous (and only partially successful) intrusion into our causal universe.

KTHUNAE: Word of power (Kthunae) to be vibrated to bring forth this entity.

BUDSTURGA: A blue, aetherial entity related to 13th. path [. Tradition relates it as a Dark God, of female aspect, trapped in the vortex between the causal and acausal spaces. In one sense represents hidden wisdom – but generally dangerous to sanity. Partially manifest when Nemicu vibrated.

GAUBNI: Related to 2nd path. Often called the Great Demon – repulsive smell and appearance. May manifest when Nythra vibrated.

SAPANUR: Form along the 11th. path. The sudden fire of destruction. A primal atavism of human origin – not related to Dark Gods.

DARKAT: Goddess, associated with lunar aspects. The name is traditionally regarded as pre-Sumerian in origin of the myth of Lilitu/Lilith – the female counterpart of Dagon, remembered as one of the Dark Gods from their last manifestation on Earth. Associated with the 10th. and 8th. paths.

THE DARK GODS

According to tradition, the Dark Gods are actual entities which exist in the acausal universe. According to our spatial, causal perception, these beings may be regarded as 'timeless and chaotic'.

Since our consciousness is by its nature partly acausal these entities can become manifest for us if we possess the keys to reach the appropriate levels of consciousness. What is termed the 'Abyss' separates our everyday consciousness from the consciousness (and thus apprehension) of the Dark Gods. The ordeal of the Abyss involves confronting these entities – and accepting them for what they are, that is, unbound by our illusion of opposites and the conflict of 'good' and 'evil'.

While it is convenient to regard the Dark Gods as merely symbols that re-present the energies of the acausal – as a projection of our own consciousness upon Chaos itself – it is equally possible to regard them as physically existing in themselves. Which of these (or neither of them) is correct, the Adept discovers during the ordeal of the Abyss. Legend, however, recalls the Dark Gods as visiting our planet several times in the past – by passing through one of the many 'Star Gates'. Star Gates are regions in space-time where our causal universe and the universe of the acausal are joined – they are physical gates, and passage from one universe to another is possible through them. According to legend, Star Gates exist near to stars Dabih, Naos and Algol: that is, if you journeyed from Earth in the direction of one of these stars you would pass through a Star Gate. There are also stories of a Star Gate within our own solar system – the Gate through which the Dark Gods came to Earth. This Star Gate is believed to be near the planet Saturn.

Sometimes, the Abyss invades our dreams, but mostly the Abyss is reached by following the seven-fold way. It lies between the spheres of the Sun and Mars, and divides the Adept from the Master/Mistress. It is the Gate to the gods within us and the gods without.